

CHAPTER I

INTRODUCTION

Chapter I presents about background of the study, research problems, research objectives, scope and limitation, research significances, and definition of the key terms.

1.1. Research Background

In life, people cannot live alone. Whenever and wherever humans always need help to the others humans. For example, in communication, in terms of asked and asking something people require a tool to convey information to the other people. Therefore, people used language to communication.

Aslinda & Syafyahya (2010) say that the language is a tool to communication used arbitrary system. Based on this theory, the people used language to communication in daily life. Indonesia has many languages commonly used by the community like Sundanese, Javanese, Banjarnese, and others. Language has an arbitrary nature. Mesthrie et al. (2000) claim that the arbiter is that there is no mandatory connection between the language symbols with the meaning referred to the symbol of the sound. For example, in Indonesian language *kuda* is an animal has four-legged that can be ridden, why is not called *ukad* or *sapi*. Therefore, language has the arbitrary nature and there is no connection between language symbols and the symbol of sound.

Language development will increase in this modern era. Therefore, language will always change. This can be proven by the use of language as a particular tool as language variation like jargon, slang, and register. Therefore, that the language has many diversity in every place. This difference will becomes the characteristic in every place. Holmes (2013) claims that language variation is divided into two based on the users and uses. From the theory above that there are two factors caused the language differences. Based on the users, language variation is divided into two as regional and dialect. Then based on the uses, language variation divided into three as style, context, and register.

In the certain community has a distinctive language to communicate with the other person in a group or commonly called register. Register are set of language items associated with discrete occupational or social group (Wardaugh, 2006). In every community has a special word to communicate with the each other. For example, the word “control” used by footballer has different meaning than doctor. The more community are born, it will be more new language are popping up. Same as the footballer, gamers online have the register itself.

Register can be found in gaming online, especially in *Player Unknown's Battleground Mobile* or commonly called PUBGM. PUBGM is one of viral gaming in the world in 2018. In *Google Play Store* the game has been downloaded more than 100 million time. It game online has many register used by a lot of people. Players have a special way to interact with the other

players. In the terminology, players use unique terms and just known by the game players. For example, word *looting* is used to take an item in game. Word *scope* use to peer an enemy.

Based on the previous research about gaming online which was done by Syahrir (2017) entitled *Register Used by Gamers in Point Blank*, he founds thirty-one register formal and informal. The formal register such as *defuse*, *maintenance*, *flashbang*, and soon. Informal register like *SS*, *HS*, *WH*, *WS* are found.

Besides, there is also another finding related to register which was done by Pratama (2016) entitled *A study of Register Used by Flight Attendant in Lion Air*, he founds eighty-two registers. For example, there are six register used to call the name of flight such as *flight attendant*, *crew member*, *flight crew*, and so on.

The second finding was done by Alfiani (2015) entitled *A Study Registers Used by The Skateboarding Community at University of Muhammadiyah Malang*, she founds thirty-six registers such as *three sixty (360)*, *backside*, *ollie*, and so on.

From the previous research above, there is no one studied research about *register found in PUBGM*. Therefore, the researcher is interested to conduct the research about *Register Word Founds in Player Unknown's Battleground Mobile Game*.

1.2. Research Problems

Based on the background of the study above, this study tries to answer the following question:

1. What are the types of register found in PUBG Game?
2. What are the meaning of register found in PUBG game?
3. What are the most-frequently register used by the users in PUBG game?

1.3. Research Objectives

This study has some purposes as follows:

1. To find out the type of register found in PUBG game.
2. To describe the meaning of register found in PUBG game.
3. To find out the most-frequently register used by the users in PUBG.

1.4. Research Significances

The result of this study was expected to make a deep understanding of register word found in *Player Unknown's Battleground Mobile Game* theoretically and practically. The researcher hopes this research gives knowledge about sociolinguistic theory especially language variety.

Practically, this research will give some contribution to know the definition of *Player Unknown's Battleground Mobile*, genre's, the type of register in-game, the meaning, and the most-frequently of register used by the players. Hopefully, this research can increase the student knowledge about the topic.

1.5. Scope and Limitation

The scope of this research is register word on Player Unknown's Battleground. In specific, the researcher limits on the type of register words, the meaning, and the most-frequently register used by the users that found in PUBGM game. The register words are investigated for four days.

1.6. Definition of Key Terms

Register: Register are set of language items associated with discrete occupational or social group (Wardough, 2006).

Player Unknown's Battleground Mobile: Player Unknown's battleground Mobile is one of battle royale games that can be downloaded in Google Play Store. A player required to survive from 100 other players to be the last life (Perak, 2018).